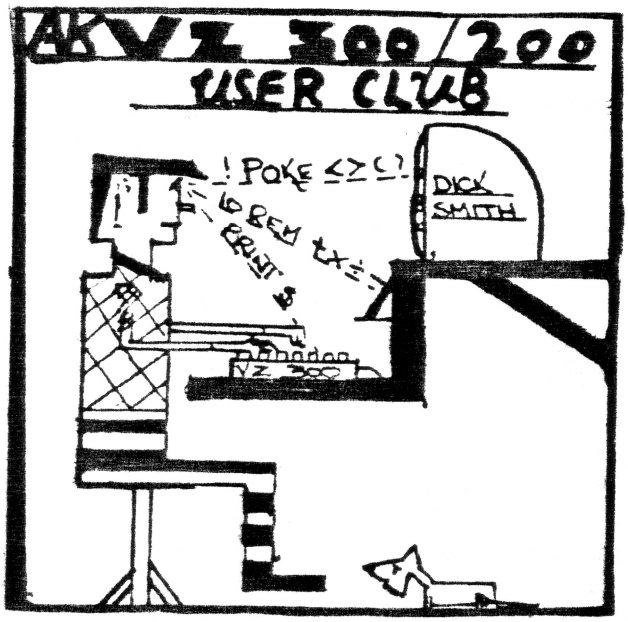
AUCKLAND

VZ-300/200 COMPUTER

USERS CLUB



P.O. BOX 1972 C.P.O AUCK

NEWLETTER NO 1

Welcome .

As the VZ computer has no user's club In Auckland I would like to try and form a VZ 300/ 200 user's club.

I see the aim of the club being a type of central clearing house and distribution centre pooling new's information and program's.

New's and information and at least one program will be distributed by way of the monthly newsletter which is posted to member's.
Also included with each newsletter will be a list of all program's available from the club along with a request form.
This will end the problem of receiving a newsletter with program's to key in.

Which you may already have or don't want.
All members will have to do is order copies of the program's they would like to key in.

If you are willing to share and exchange VZ program's sub- routines and hint's or need help to cut out the bug's this could be the answ er.

Membership fee at this stage will be $ 10 -00 per year (12 mths) this will cover postage and photocoping newsletters etc.

Eventually I would like to hold club meeting's in a central location at least once every 3 months as a type of mix and mingle evening at which we can discuss where the club is heading and come up with idea's.
I feel that with people's time being very important to them it's is hard to get people to meeting's more often than this.

Hopefully once we get the club off the ground we may be able to get some input from Dick Smith Electronics in the way of technical information and maybe even a small purchase discount for members and the loan to the club of a printer if we are lucky.

But this is in the futre right now we want to get the club started and see how we progress from there.

PETER J HILL
ORGANISER

Pbhill

Review of VZ Sprite Generator.
From Dick Smith's Catalogue # 7330.
For the VZ 300/ 200 Computer.

No expansion Memory is required for this program and joy sticks are optional.

For your $29.95 you receive in this package a 16 page instruction book and a program tape.

On the tape there is 5 Demonstration programs which show different uses and can be fully listed and studied also on the tape is the editor program.

As the instruction book states this package is only a utility and is written in very fast machine language.

How this program works is as follows; you first C load the " Sprite Package " and run it. Now the Sprite editor program is loaded and you have a list of commands down the left hand side of your screen and the editor status at the bottom of the screen.

On the right hand side is a 8x8 box where your Sprite is constructed.

There are two Sprites built into the editor which can be used or edited into any desired form, If you want different looking Sprites just hit <R> remove and construct theSprite you require.

You can choose 4 colours and 2 colour set ie mode 1 colours, (see VZ manual).

One of the really good features of this program is the <B> command which switch's to Black and White mode.

So that with a green screen the first letter of the colour you are using is shown on your Sprite.
Also other commands are really well planned such as the <x> command which let's you test your Sprite in mode 1 before you assemble it to memory. Then you break out of the program with shift <8> command and write your program following the easy steps in the instruction manual.

Other features include various testing techiques for joy sticks input, etc.

Collision testing and a customising section with poke tables addresses and values.

SUMMARY.

This Sprite package has been a long time coming but now it's here it can be used to give those VZ games that extra zap which is sometimes lacking.

The instruction manual cover's all the commands well and explains the pokes needed to add motion. In all a very worth while and super program for the exper anced programer.

By P.J. Hill of Auckland.

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PROGRAM REQUEST FORM

PROGRAM NUMBER'S

NAME.

ADDRESS.